

Cover/Signature Page – Full Template

Institution Submitting Request: Utah Valley University
Proposed Title: Bachelor of Science in Digital Cinema
School or Division or Location: School of Technology and Computing
Department(s) or Area(s) Location: Digital Media Department
Recommended Classification of Instructional Programs (CIP) Code: 11.0801
Proposed Beginning Date: Fall 2015
Institutional Board of Trustees' Approval Date: Pending

Proposal Type (check all that apply):

Regents' Agenda Items		
R401-4 and R401-5 Approval by Committee of the Whole		
SECTION NO.		ITEM
4.1.1	<input type="checkbox"/>	(AAS) Associate of Applied Science Degree
4.1.2	<input type="checkbox"/>	(AA) Associate of Arts Degree
	<input type="checkbox"/>	(AS) Associate of Science Degree
4.1.3	<input type="checkbox"/>	Specialized Associate Degree
4.1.4	<input checked="" type="checkbox"/>	Baccalaureate Degree
4.1.5	<input type="checkbox"/>	K-12 School Personnel Programs
4.1.6	<input type="checkbox"/>	Master's Degree
4.1.7	<input type="checkbox"/>	Doctoral Degree
5.2.2	<input type="checkbox"/>	(CER C) Certificate of Completion
5.2.4	<input type="checkbox"/>	Fast Tracked Certificate

Chief Academic Officer (or Designee) Signature:

I certify that all required institutional approvals have been obtained prior to submitting this request to the Office of the Commissioner.

Signature

Date: 11/24/2014

Printed Name: Jeffrey Olson, Senior Vice President, Academic Affairs

Executive Summary
Utah Valley University
Bachelor of Science in Digital Cinema
24 November 2014

Program Description

The Digital Media degree at Utah Valley University currently has four emphases. In the Digital Cinema emphasis, students are required to take classes in Digital Audio, Internet Technologies, and Gaming and Animation as well as classes in Digital Cinema. A new Bachelor of Science in Digital Cinema within the Digital Media Department would replace the existing emphasis in Digital Cinema and allow students greater flexibility and depth within their course of study. It will also take full advantage of the collaboration that has been established between the School of Technology and Computing, School of the Arts, and the Entrepreneurship Department in the Woodbury School of Business. This collaboration will provide the addition of scriptwriting and business/finance courses to the Digital Cinema degree. (The addition of these areas to the degree were recommended by advisors from the digital cinema industry and a white paper created by the collaboration committee of the School of the Arts and the School of Technology and Computing.)

The proposed BS degree in Digital Cinema differs from traditional film degrees as it will focus on the new digital technologies, workflows, and production techniques that are revolutionizing the film and television industries. It will cover the digital production range from corporate and educational production to narrative feature films. As an engaged learning production program it will allow students to study and practice in professional labs and workshops, which will lead to a professional portfolio upon graduation.

Role and Mission Fit

The Utah Board of Regents' Policy R312.5.2.3 states that Utah Valley University, as a teaching institution "prepares professionally competent people of integrity who, as lifelong learners and leaders, serve as stewards of a globally interdependent community." The proposed Digital Cinema degree would allow graduates to become professionally competent people who practice lifelong learning in order to keep up with the latest technology and apply their knowledge to solving problems in the rapidly changing workplace where digital media is created and distributed.

Faculty

Of the three faculty who will be primarily responsible for the new Digital Cinema degree, two have master's degrees and decades of professional experience and one has an MF.A. By using adjuncts to teach some courses, the Digital Media department is currently capable of handling the load of students pursuing an emphasis in Digital Cinema. The School of the Arts and Woodbury School of Business will provide additionally faculty in scriptwriting and business.

Market Demand

A search on the Indeed website for the terms "film production, video producer, camera, videographer, video coordinator, video editing, video conferencing" in the Salt Lake City area pulls up 25 available jobs.¹ The 2010-2020 Employment Projections from the Department of Workforce Services website shows 140 annual openings a year in digital cinema production positions such as writers, directors, editors, cinematographers, and audio visual specialists.² A great amount of work in this industry is entrepreneurial or freelance in

¹ <http://www.indeed.com/jobs?q=film+production&l=Salt+Lake+City%2C+UT>

² <http://jobs.utah.gov/jsp/wi/utalmis/gotoOccinfo.do>

nature. Many DGM students and graduates have an unusual number of screen credits. Mindy Trim, K. Danor Gerald, Stelios Xantos, and Paul Hunt are examples of DGM graduates with these types of screen credits as listed on Internet Movie Database, www.imdb.com,³ the industry online data base for films, television, and games.

Student Demand

The Digital Cinema emphasis, with 243 students is the largest emphasis in the Digital Media department. Graduates and the advisory board have encouraged the Digital Media department to provide greater depth in courses so that students are able to compete for jobs in the marketplace. This need would be met by creating a separate Digital Cinema degree.

Statement of Financial Support

Appropriated Fund.....	<input checked="" type="checkbox"/>
Special Legislative Appropriation.....	<input type="checkbox"/>
Grants and Contracts.....	<input type="checkbox"/>
Special Fees	<input type="checkbox"/>
Differential Tuition (must be approved by the Regents).....	<input type="checkbox"/>
Other (please describe).....	<input type="checkbox"/>

Similar Programs Already Offered in the USHE

There are no Digital Cinema programs offered in USHE, however there are film production/theory programs at other institutions in Utah.

- SUU does not have a film degree or classes in digital cinema.
- The UofU has a BA in Film and Media Arts that offers study in the history, criticism, theory, creative, and theoretical aspects of traditional film. None of the UofU classes focus on digital cinema, however the UVU Digital Cinema degree would be a feeder school in the UofU graduate film program.
- SLCC has a related AAS in Film Production Technician and is currently a feeder into the Digital Media Digital Cinema Emphasis.
- Weber State does not offer digital cinema production classes.
- Dixie State has a BA in Communication and New Media with a traditional Film Production Emphasis.

³ www.imdb.com

Program Description – Full Template
Utah Valley University
Bachelor of Science in Digital Cinema
04/09/2014

Section I: The Request

The Digital Media Department in the School of Technology and Computing at Utah Valley University requests approval to offer a Bachelor of Science in Digital Cinema Fall 2015.

Section II: Program Description

Complete Program Description

Digital Cinema fuses together pre-production, production, and post-production in the delivery of rich narrative and corporate video content through traditional and new media distribution channels. The curriculum integrates this production workflow to entertain, educate, and communicate meaningful ideas and information. This program provides motivated and dedicated students the opportunity to work with professionally active faculty members committed to the future of digital disciplines. In addition to proposing a new degree in Digital Cinema, the Department of Digital Media is also proposing new degree programs in Digital Audio, Web Design and Development, and Animation and Game Development.

Purpose of Degree

The current emphasis in Digital Cinema within the digital media degree program available at UVU provides students with a broad set of skills related to digital cinema and video production. Recent graduates, board members, and constant innovation in the field now require graduates who have more depth and less breadth. In order to accommodate this change, a new degree program that does not share core classes with other digital media emphases (Audio Production, Web Design and Development, and Gaming and Animation) is needed. While growth may be a possibility as additional resources become available, the overriding reason for this change is the preparedness level of the students that can currently be handled with existing resources (faculty, staff, labs).

The "Utah Cluster Acceleration Partnership Executive Summary" released in 2011 identifies the global need for more digitally created content.⁴ The digital media industry is constantly changing with the advancements in technology, changing consumer preferences, and the innovations of creators and artists. Utah Valley University has led the Utah Cluster Acceleration Partnership as the primary convener. Students in the Digital Media Department learn to create digital media content to fill the demand for more digitally created and delivered content. A majority of digital media content is instantly made available throughout the worldwide infrastructure of the Internet, making virtually all-digital media companies global in nature and directly impacted by worldwide markets. Approval of a new Bachelor of Science in Digital Cinema will better prepare UVU students to meet this growing demand. The Cluster Acceleration Partnership has been authorized and sponsored by the Utah System of Higher Education, the Utah Department of Workforce Services, and the Utah Governor's Office of Economic Development.

⁴ <http://business.utah.gov/wp-content/uploads/Accelerating-Utahs-Digital-Media-Industry.pdf>

Institutional Readiness

The Digital Cinema degree program will stay within the current Department of Digital Media at UVU. No additional administrative support will be needed. The delivery of undergraduate courses will continue in its current form. Classes will be taught on the main campus and it is estimated five percent of classes can be converted to blended classes.

The Bachelor of Science in Digital Media with its four emphasis areas will still be offered to students who enroll before Fall 2014. Students enrolling at the university have seven years to complete a degree before they must switch to a newer catalog. Since no classes taught under the current Digital Media degree are being discontinued, students can either continue to earn a degree in Digital Media with an emphasis or they can elect to switch to one of the four new degree programs.

Digital Media has two dedicated advisors who have been part of the planning process to create the new degree from a previous emphasis. They will be able to guide students through the transition process and work with the DGM faculty to make any class substitutions when necessary.

Departmental Faculty

The faculty members of the UVU Digital Media department are committed to teaching students the latest digital cinema skills. In order to accomplish this, many of them are participating in their field professionally.

Faculty Category	Faculty Headcount – Prior to Program Implementation	Faculty Additions to Support Program	Faculty Headcount at Full Program Implementation
With Doctoral Degrees (Including MFA and other terminal degrees, as specified by the institution)			
Full-time Tenured	2		2
Full-time Non-Tenured	3		3
Part-time Tenured			
Part-time Non-Tenured	1		1
With Master's Degrees			
Full-time Tenured	7		7
Full-time Non-Tenured	3		3
Part-time Tenured			
Part-time Non-Tenured	7		7
With Bachelor's Degrees			
Full-time Tenured			
Full-time Non-Tenured			0
Part-time Tenured			
Part-time Non-Tenured	17		17
Other			

Full-time Tenured			0
Full-time Non-Tenured			
Part-time Tenured			
Part-time Non-Tenured	16		16
Total Headcount Faculty			
Full-time Tenured	9	0	9
Full-time Non-Tenured	6	0	6
Part-time Tenured	0		0
Part-time Non-Tenured	41	0	41

Staff

No additional support staff will be required for the first five years. Additional adjunct instructors will be added as the department expands the online course offerings.

Library and Information Resources

The Utah Valley University Library (UVU Library) cultivates a dynamically changing collection of eBooks, videos, streamed videos, and books that relate to computer technologies. Digital media (DGM) themed holdings are a subset of such a collection. As the influence of technology continues to expand, UVU Library's DGM collection development will match its content and direction. Interestingly enough, DGM technology itself is transforming the library media that describe it, insomuch that much of the current collection of print books and hard media is giving way to a wave of DGM items represented by eBook, streamed video, and web content. This transition is accentuated by the preferences of the average DGM information patron, which enjoys (and often prefers) information that is instantly available over the Internet.

DGM related items in the UVU collection span many technologies and professional practices. Major categories of DGM information topics and sources include (but are not limited to) audio recording and sound mixing technologies, pre and post production of audio, music video, TV, and movie production, filmmaking, gripology, game animation techniques and practices, animation technologies (Adobe Flash, etc.), 3-D modeling, web development best practices, HTML5, DVD authoring, mobile device programming, server side programming languages (such as PHP), and e-learning.

Initial "one-stop-shopping" for articles/books/videos relating to digital media can be done by means of the UVU Library website's OneSearch feature, which allows a single search to simultaneously span multiple databases and includes a search of the library catalog's books, eBooks, and videos. (Each individual database can also be searched within the scope of the respective database website.)

ACCESS TO DGM PERIODICAL DATABASE ARTICLES AT UVU LIBRARY

- 1) The IEEE Xplore Digital Library Database provides access to approximately 5083 journal titles, conference proceedings, technical standards, eBooks, and educational courses.
- 2) The Association for Computing Machinery (ACM) Digital Library Database provides access to approximately 20 DGM related journal titles.
- 3) The Computer Source Database provides access to approximately 254 DGM related journal titles.

Full text access to the thousands of journal articles is licensed to UVU library patrons. Nevertheless, off-campus web access to library patrons is enabled by means of an LDAP login authentication layer that is enforced by the UVU Library EZProxy server.

The Library catalog contains print books, eBooks (Safari, NetLibrary, EBSCO and eBrary), videos (DVD, Blue Ray, VHS) as well as databases of streamed video (Films on Demand, American History in Video, etc.). Most materials for DGM are covered in the Library of Congress call number area QA76 (Computer Science). Other significant call numbers are: HF5718 (Multimedia in Business), MT723 (MP3, Digital Audio, MIDI, etc.), N7433 (Computer Art), TK6680 (Digital Video) and TR897 (Computer Graphics/Animation). Additional call numbers may apply as this subject is given attention by numerous minor subject areas.

Current catalog holdings are estimated as follows:

DGM related books:	300
DGM related eBooks:	400
DGM related videos:	30
DGM related streamed videos:	20

A patron may often seek information (articles, books, etc.) that are not directly owned or licensed by UVU Library. In such cases, a desired item may be accessed from other libraries throughout the United States by means of the Interlibrary Loan Service (ILL). A requested article full text is emailed to a requester within one business day. Print books are generally located, received, and made available within seven business days. In addition, UVU Library patrons have access to check out items from partner libraries of higher education in the Utah/Idaho/Nevada area (BYU, U of Utah, Utah State, etc.) by means of a Utah Academic Library Consortium (UALC) agreement.

Mark Stevens is currently the UVU liaison librarian for faculty and student support for Information Technologies and Digital Media. He can be contacted for additional information:

Mark Stevens MS/CS, MS/MLIS
UVU Systems Librarian
800 W University Pkwy LI 319c
Orem, Utah 84058-5999
801-863-8155 (office)

Admission Requirements

There are no matriculation requirements for students to take undergraduate classes in the proposed Bachelor of Science in Digital Cinema other than the admission requirements established by the institution. However, enrollment in upper level courses is limited by the available lab space. After the second year, students will be required to submit a portfolio of their work to be reviewed by the faculty prior to advancing into upper-division coursework in the four-year program. This restriction is necessary due to the limited number of faculty and lab space available. Students who do not meet the portfolio standards have several choices. They can retake classes with low grades, improve their portfolio, and then reapply. They can pursue a Bachelor of Science in Technology Management with an emphasis in Digital Media without financial consequences or loss of time. Or they can transfer the majority of their credits toward the AAS in Digital Communication Technology.

Student Advisement

The School of Technology and Computing currently employs two dedicated advisors for Digital Media. These advisors counsel students for the AAS degree and the emphases in the BA degree. They will continue to advise students in the AAS degree, as well as guide students into one of the four new degrees replacing the four emphases.

Justification for Graduation Standards and Number of Credits

The Bachelor of Science in Digital Cinema requires 120 credits to graduate. This includes 35 credits of General Education. The remaining required and elective credits are related to the discipline.

External Review and Accreditation

The Department of Digital Media has an advisory board from industry and education with expertise in audio production, cinema production, animation and games, and web design and development. Input from the board has not only informed the shape of the new proposed degree in Digital Cinema but has also pushed for its creation. This proposed degree and associated courses have been the main focus of the Digital Media curriculum committee since Fall 2013.

Projected Program Enrollment and Graduates; Projected Departmental Faculty/Students

Data Category	Current – Prior to New Program Implementation	Projected				
		Year 1	Year 2	Year 3	Year 4	Year 5
Data for Proposed Program						
Number of Graduates in Proposed Program	0	0	0	25	30	30
Total # of Declared Majors in Proposed Program	-	50	120	170	180	2000
Departmental Data – For All Programs Within the Department						
Total Department Faculty FTE (as reported in Faculty table above)	31.80	32.05	32.30	32.30	32.30	32.55
Total Department Student FTE (Based on Fall Third Week)	615	618	622	623	623	624
Student FTE per Faculty FTE (ratio of Total Department Faculty FTE and Total Department Student FTE above)	19.3	19.3	19.2	19.3	19.3	19.2
Program accreditation-required ratio of Student FTE/Faculty FTE, if applicable: (Provide ratio here: _____)	NA	NA	NA	NA	NA	NA

Expansion of Existing Program

Digital Media has seen an overall growth in the number of students enrolled as well as the number of graduates from the program.

Full Time Equivalent in the Digital Media Degree from 2009 to 2013 are as follows:

- 2009-10 553
- 2010-11 597
- 2011-12 624
- 2012-13 647

Graduates in the Digital Media Degree from 2008 to 2013 are as follows:

- 2008-09 66
- 2009-10 55
- 2010-11 85
- 2011-12 79
- 2012-13 92

Section III: Need

Program Need

The Department of Digital Media is producing generalists with a broad range of skills covering film, audio, animation, and Internet technologies. Employment opportunities in the Digital Cinema field require a greater depth of knowledge than graduates currently have. In order to meet the growing demand for a highly skilled workforce, students need to take more classes in Digital Cinema in place of courses in audio, web, and animation.

Labor Market Demand

A search on the Indeed website for the terms "film production, video producer, camera, videographer, video coordinator, video editing, video conferencing, script writer" in the Salt Lake City area pulls up 40 available jobs.⁵ The 2010-2020 Employment Projections from the Department of Workforce Services website shows 140 annual openings a year in digital cinema production positions such as writers, directors, editors, cinematographers, and audio visual specialists.⁶ A great amount of work in this industry is entrepreneurial or freelance in nature. DGM's relationship with the industry provides a steady stream of internships and jobs. As a result students and graduates who have completed relevant digital cinema classes have an unusual number of screen credits. Mindy Trim, K. Danor Gerald, Stelios Xanthos, and Paul Hunt are typical examples of UVU DGM graduates with these types of screen credits as listed on Internet Movie Database, www.imdb.com,⁷ the industry online data base for films, television, and games.

Student Demand

There are currently 215 students in the Digital Cinema emphasis. With the lab space and faculty available DGM has the ability to graduate 30 per year. There is clearly more demand than capacity at this time. With the current Digital Media degree, graduates have too much breadth and not enough depth. For example, students interested in cinematography or production management are still required to take classes in web, animation and audio, which they have stated they don't need or use. Graduates and the advisory board

⁵ <http://www.indeed.com/jobs?q=film+production&l=Salt+Lake+City%2C+UT>

⁶ <http://jobs.utah.gov/jsp/wi/utalmis/gotoOccinfo.do>

⁷ www.imdb.com

have encouraged DGM to provide greater depth in digital cinema courses, so that students are able to compete for jobs in the marketplace. This need would be met by creating a separate Digital Cinema degree.

Similar Programs

This is the only four-year production program dedicated to Digital Cinema requiring 85 credits in the content area in the State of Utah. Other intuitions in Utah offer similar programs in film production/theory.

- SUU does not have a film degree or classes in digital cinema.
- The UofU has a BA in Film and Media Arts that offers study in the history, criticism, theory, creative, and theoretical aspects of traditional film. The UVU Digital Cinema degree would be a feeder school in the UofU graduate film program.
- SLCC has a related AAS in Film Production Technician and is currently a feeder into the Digital Media Digital Cinema Emphasis.
- Weber State does not offer digital cinema production classes.
- Dixie State has a BA in Communication with a Digital Cinema Emphasis.

Collaboration with and Impact on Other USHE Institutions

UVU is currently working with Salt Lake Community College to the coordinate the curriculum of their digital cinema courses so they will transfer into the UVU program.

Students transferring from other intuitions are evaluated on a case-by-case basis. Schools offering a two-year program would benefit by having a direct path to a four-year degree at UVU.

Benefits

Utah Valley University is currently offering an emphasis in Digital Cinema, which provides graduates to fill the many job opportunities available in the state. The benefit to making this change is that the future graduates will be better prepared to compete for higher paying job opportunities. Higher wages equate to higher taxes for the state coffers making this beneficial to everyone.

Consistency with Institutional Mission

The Utah Board of Regents' Policy R312.5.2.3 states that Utah Valley University, as a teaching institution "prepares professionally competent people of integrity who, as lifelong learners and leaders, serve as stewards of a globally interdependent community." The proposed Digital Cinema degree would allow graduates to become professionally competent people who practice lifelong learning in order to keep up with the latest technology and apply their knowledge to solving problems in the work place.

Section IV: Program and Student Assessment

Program Assessment

The proposed Bachelor of Science in Digital Cinema will produce skilled graduates who demonstrate critical thinking to analyze and propose creative solutions, and apply their foundational knowledge of Digital Cinema to solve real world problems presented in the local community.

The department will internally review student portfolios upon acceptance into the program: after the first two years and again upon graduation. The portfolio review, which occurs before the junior year, will be

conducted by a team of faculty who look over the submitted portfolios to make sure the student is capable of success in the upper-division course work. The second review happens during the senior year when students work as a team to provide a solution for a not-for-profit organization. These senior projects are presented in a showcase at the end of the senior year and evaluated by a team of faculty. By graduation, the students in this degree will have several portfolio pieces from upper division production classes. These can be used for review to see how well graduates are performing in the various areas of digital cinema. This portfolio can also be used in helping students show potential employers their capabilities.

Graduates of the program will demonstrate skills in producing, production management, directing, writing, cinematography, and post-production.

Expected Standards of Performance

Program Goals

- 1) Write a short narrative film script.
- 2) Use the sequential approach to film story to analyze and re-write a script.
- 3) Act in a narrative film.
- 4) Use grip and lighting equipment to effectively light a narrative scene.
- 5) Quickly set up a digital cinema camera for the widest dynamic range.
- 6) Direct and produce a short narrative scene.
- 7) Edit a corporate/documentary film.
- 8) Color grade a short narrative film.
- 9) Take digital cinema narrative assets through the NLE post-production workflow to color grade, edit, and mix sound and final output to specified codec and compression ratios.
- 10) Break down and budget scripts using industry standard software.
- 11) Edit a narrative film.
- 12) Create complete corporate video using latest technologies and processes.
- 13) Create complete narrative films using latest technologies and processes.
- 14) Participate in a team to create and present a major narrative film or corporate video for a non-profit organization.
- 15) Complete an industry internship.

Goal Measurement

- 1) Success of each student is monitored at the end of every course at the upper division level with a portfolio piece. Each portfolio piece becomes a part of their full portfolio. The final portfolio is used to help the student get a job and as a summative assessment item.
- 2) Evaluation is conducted to assure success in student learning.
- 3) Employers are surveyed to determine quality of program graduates

Section V: Finance

Department Budget

Three-Year Budget Projection				
Departmental Data	Current Department	Departmental Budget		
		Year 1 (2015-16)	Year 2 (2016-17)	Year 3 (2017-18)

	al Budget - Prior to New Program Implementa tion	Additi on to Budge t	Total Budget	Additi on to Budge t	Total Budget	Additi on to Budge t	Total Budget
Personnel Expense							
Salaries & Wages	\$1,086,664	\$6,563	\$1,093,227	\$13,650	\$1,100,314	\$26,026	\$1,112,690
Benefits	\$521,762	\$696	\$522,458	\$1,447	\$523,209	\$9,811	\$531,573
Total Personnel Expense	\$1,608,426	\$7,258	\$1,615,684	\$15,097	\$1,623,523	\$35,837	\$1,644,263
Non-personnel Expense							
Travel	\$0	\$0	\$0	\$0	\$0	\$1,000	\$1,000
Capital	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Library	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Current Expense	\$30,000	\$1,000	\$31,000	\$1,000	\$31,000	\$2,500	\$32,500
Total Non-personnel Expense	\$30,000	\$1,000	\$31,000	\$1,000	\$31,000	\$3,500	\$33,500
Total Expense (Personnel + Current)	\$1,638,426	\$8,258	\$1,646,684	\$16,097	\$1,654,523	\$39,337	\$1,677,763
Departmental Funding							
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 5
Appropriated Fund	\$1,638,426	\$8,258	\$1,646,684	\$16,097	\$1,654,523	\$39,337	\$1,677,763
Other:							
Special Legislative Appropriation							
Grants and Contracts							
Special Fees/Differential Tuition							
Total Revenue	\$1,638,426	\$8,258	\$1,646,684	\$16,097	\$1,654,523	\$39,337	\$1,677,763
Difference							
Revenue - Expense	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Departmental Instructional Cost/Student Credit Hour* (as reported in institutional Cost Study for "current" and using	\$89		\$89		\$89		\$90

the same Cost Study Definition for "projected")							
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Funding Sources

In addition to the tuition revenue from enrollment, funding for this program will be prioritized high for allocation from Acute Equity legislative appropriation to provide program offerings to meet regional need in STEM programs.

Reallocation

No funds will need to be reallocated for this new degree.

Impact on Existing Budgets

The existing budget will fund the current faculty, labs, and adjuncts. The current number of graduates can still be sustained. The goal of creating a new Bachelor of Science in Digital Cinema is to change the requirements so students can take more depth classes and fewer breath classes.

Section VI: Program Curriculum

Course Prefix and Number	Title	Credit Hours
General Education Courses		
ENGL1010	Introduction to Writing	3
ENGL 2010 or ENGL 2020	Intermediate Writing--Humanities/Social Sciences Intermediate Writing--Science and Technology	3
MATH 1030 MATH 1040 MATH 1050	Quantitative Reasoning (recommended for Humanities or Arts majors) (3.0) Introduction to Statistics (recommended for Social Science majors) (3.0) College Algebra (recommended for Business, Education, Science, and Health Professions majors) (4.0)	3
HIST 2700 & HIST 2710 or HIST 1700 or HIST 1740 or POLS 1000 or POLS 1100	US History to 1877 and US History since 1877 American Civilization US Economic History American Heritage American National Government	3
PHIL 2050	Ethics and Values	3

Course Prefix and Number	Title	Credit Hours
HLTH 1100 or PES 1097	Personal Health and Wellness Fitness for Life	2
Biology		3
Physical Science	ASTR 1040 Elementary Astronomy recommended	3
Additional Biology or Physical Science		3
Humanities Distribution	ENGL 2200 Introduction to Literature or ENGL 2130 Science Fiction recommended	3
Fine Arts Distribution	THEA 1023 Suggested Introduction to Film recommended	3
Social/Behavioral Science	MGMT 1010 Introduction to Business recommended	3
	Sub-Total	35

Discipline Core Requirements (with New Courses in Bold)

	Title	Credit Hours
Required Courses		
DGM 1110	Digital Media Essentials I	4
DGM 1061	Motion Picture Editing	3
DGM 1510	Film Production Analysis	3
DGM 1520	Corporate and Documentary Production	3
DGM 2110	Digital Motion Picture Essentials	3
DGM 2130	Digital Audio Essentials	3
DGM 2320	Digital Photography and Compositing I	3
DGM 2440	Sound for Film and Television	3
DGM 2540	Cinematography I	3
DGM 2660	Digital Storyboarding	3
DGM 3110 or DGM 3550	Corporate Issues in Digital Media or Producing I	3
DGM 312G	Digital Media for Intercultural Communication	3
COMP 301R	Digital Lecture Series	1
DGM 3220 or DGM 3530	Digital Media Project Management or Digital Film Production Management	3
DGM 351R	Digital Broadcasting	3
DGM 3540	Cinematography II	3
DGM 3560	Post Production	3
DGM 3570	Digital Story Telling Workshop	3
DGM 3580	Digital Cinema Production Workshop	3
DGM 4310	Senior Projects I	3
DGM 4410	Senior Project II	3
DGM 4560	Color Grading	3
	Sub-Total	65

Electives – 20 hours

Course Prefix and Number	Title	Credit Hours
Take 20 credits from the following including six upper division credits.		
DGM 2340	Digital Output (3.0)	
DGM 2210	3D Modeling and Animation Essentials (4.0)	
THEA 2741	Scriptwriting I (3.0)	
ACC 2010	Financial Accounting (3.0)	
ACC 2020	Managerial Accounting (3.0)	
ACC 3000	Financial Managerial and Cost Accounting Concepts (3.0)	
MGMT 3170	Entrepreneurship (3.0)	
MGMT 3180	Small Business Development (3.0)	
MGMT 3190	Entrepreneurship Financing Ventures (3.0)	
THEA 3741	Script Writing II (3.0)	
DGM 3320	Digital Photography and Compositing II (3.0)	
THEA 3113	Acting for Film (3.0)	
THEA 3614	Directing Actors for the Screen (3.0)	
THEA 3563	Art Direction for Film (3.0)	
THEA 3612	Directing Actors for Stage II (3.0)	
THEA 3611	Directing Actors for Stage I (3.0)	
THEA 374R	New Script Workshop (3.0)	
DGM 481R	Internship (1.0)	
DGM 4630	Visual Effects and Compositing I (4.0)	
DGM 454R	Cinematography Workshop (3.0)	
MGMT 4300	Entrepreneurship Business Planning (3.0)	
THEA 4741	Script Writing III (3.0)	
	Subtotal	20
	Degree Total	120

Program Schedule for Digital Cinema

Fall of First Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 1110	Digital Media Essentials	4
THEA 1023	Introduction To Film (Fine Arts Distribution)	3
DGM 1061	Motion Picture Editing	3
DGM 1510	Film Production Analysis	3
MATH 1040	Introduction to Statistics	3
	Semester total:	16
Spring of First Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 1520	Corporate & Documentary Production	3

DGM 2130	Digital Audio Essentials	3
DGM 2320	Digital Photography and Compositing I	3
ENGL 1010	Intro to Writing	3
MGMT 1010	Introduction to Business (Social/Behavioral Science Distribution)	3
	Semester total:	15

Fall of Second Year (Course Prefix and Number)	Course Title	Credit Hours
ENGL 2010	Intermediate Writing	3
DGM 2110	Digital Motion Picture Essentials	3
DGM 2660	Digital Storyboarding	3
ASTR 1040	Elementary Astronomy (Physical Science Distribution)	3
	Semester total:	12
Spring of Second Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 2440	Sound for Film and Television	3
	Biology	3
ENG 2200	Introduction to Literature (Humanities Distribution)	3
HIST 1700	American Civilizations	3
DGM 2540	Cinematography I	3
	Semester total:	15

Fall of Third Year (Course Prefix and Number)	Course Title	Credit Hours
	Elective	3
PHIL 2050	Ethics and Values	3
DGM 3540	Cinematography II	3
DGM 3530 or DGM 3220	Digital Film Production Management or Digital Media Project Management	3
DGM 3570	Digital Story Telling Workshop	3
	Semester total:	15
Spring of Third Year (Course Prefix and Number)	Course Title	Credit Hours

	Elective	4
	Elective	3
DGM 351R	Digital Broadcasting	3
DGM 3580	Digital Cinema Production Workshop	3
COMP 301R	Digital Lecture Series	1
HLTH 1100	Personal Health and Wellness	2
	Semester total:	16

Fall of Fourth Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 4310	Senior Projects I	3
DGM 3560	Post Production	3
DGM 312G	Digital Media for Intercultural Communication	3
	Elective	3
	Elective (Upper Division)	4
	Semester total:	16
Spring of Fourth Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 4410	Senior Projects II	3
DGM 4560	Color Grading	3
DGM 3550 or DGM 3110	Producing I or Corporate Issues in Digital Media	3
	Elective (Upper Division)	3
	Biology or Physical Science	3
	Semester total:	15

Section VII: Faculty

Thor Anderson..... Ph.D. in Instructional Technology, Utah State University
 Trudy Christensen Ph.D. in Instructional Psychology and Technology, BYU
 Paul Cheney Ph.D. in Instructional Technology, University of Virginia
 Li Liu..... Ph.D. in Computer Science, University of Alabama
 Rodayne EsmayMFA in Illustration, Syracuse University
 Anthony Romrell MFA in Animation, Utah State University
 Marty Clayton MFA in 2D and 3D Animation, Savannah College of Art and Design
 Arlen Card MA in Music, Brigham Young University

Mike Wisland . MS in Electrical Engineering Digital Signal Processing, Missouri Institute of Science & Technology
Mike HarperMS in Geography Education, Utah State University
Kim BrownMA in Instructional Technology, Utah State University
Dennis LisonbeeMA in Communication, Brigham Young University
Robert Trim..... MBA in Business, University of Phoenix
Duane Andersen.....MFA in Art, State University of New York at Buffalo